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Instructions

Ishidō™

The Way of Stones



ATARI

LYNX™

VIDEO GAME CARD • CARTE DE JEU



Ishido™

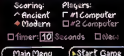
The Way of Stones



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OUT OF THE DEPTHS OF HISTORY...

Out of the depths of history comes the beautiful and ancient game of Ishido, a puzzle requiring skill, strategy, and deep concentration. These 70 decorated stones are based on 10 squares by matching intricate symbols and brilliant colors. Meditate carefully over each move as you play for the secret 4-way which will unlock the Oracle. The Oracle provides wisdom to guide you down the Sacred Way of the Stones. Find eight 4-ways around these opening stones while emptying your pouch of stones and you will become a legendary Master. Ishido is more than a game; it's a way of life.

GAME OPTIONS

You can play Ishido by yourself in Solitaire mode, or match your skills against either another player or the Oracle in the Challenge or Tournament modes. Two players can also work together to complete the puzzle in Cooperative mode.

In Solitaire mode, the player plays alone, trying to beat his or her previous scores. If you select Solitaire, the game on "Play" (if Computer from the Game menu), you can watch the type play a solitaire game.

In Cooperative mode, you and a partner take turns placing the stones. You can let the type play as either Player 1, Player 2, or both players, if you want. Or you can play with a friend. The object of this game is to work together to complete the puzzle. In this mode, you earn a single turn score.

In Tournament mode, you can play against many opponents in a row, with each player taking a turn to solve the puzzle. Each player plays in a different way, with the same colored stones and the same stone order. Each player earns a separate score. If you select "Play" (if Computer), the type will also take a turn in the tournament. To increase the challenge, set a time limit of 10, 20, 30, or 40 seconds. After each 4-way is found, the type will take a turn. New Game from the Game menu will begin the next round.

In Challenge mode, you take turns with another player (or the type). Each player tries to outscore the other while both players work to solve the same puzzle. If you play against the type, select either Player 1, if Computer, or if Computer, depending on whether you want the computer to take the first move or you want the first move.

PLAYING THE GAME

The object of Ishido is to create 10 4-ways on the board, creating as many matches as possible. To place a stone, place the pointer on the square in which you wish to place the stone. A stone can only be placed if it matches either the color or symbol of all adjacent stones. Stones can be placed above, below, left, or right of adjacent matches. Stones cannot be placed diagonally. A move can be taken back with a press of the B button, but only the last move may be taken back without disqualifying your score from entry on the High Scores list.

LEGAL 1-WAY MATCHES



MATCH OF SYMBOLS MATCH OF COLORS

2-WAY MATCHES



LEGAL 2-WAY MATCH

ILLEGAL 2-WAY MATCH

3-WAY MATCHES



LEGAL 3-WAY MATCH

ILLEGAL 3-WAY MATCH

4-WAY MATCHES



LEGAL 4-WAY MATCH

ILLEGAL 4-WAY MATCH

To complete a 4-way match, you must match one stone with two adjacent stones. You must match one stone with the symbol and the second with the color.

Only skilled players will be able to complete a 4-way. To complete a 4-way, you must place your stone in the center of four other stones, matching two by color and two by symbol.

With the 4-way set up in this manner, only one stone can be placed to complete the match. In this case, it is the stone shown to the right.

A 4-way earns Bonus Points...

A 4-way earns bonus points if you choose to use the Oracle, it also gives you Oracle readings. A 4-way requires advance planning. To set up a 4-way, begin by placing a stone that matches the color or symbol of the symbol on the other side.

To become a Master...

To become a Master, you must complete a number of 4-ways in specific ways. To be a Center Master, you must complete four 4-ways around the two center stones. To be a Master, you must complete a Center Master plus complete 4-ways around each of the corner stones.

PLAY MENU

At any time during play, press the Option 2 button to view the Game Menu. This gives you five options:

Show Moves—places a dot on each square in which you can legally place the current stone. You can select the Show Moves option as often as you wish, but it is good for only one turn only. This is a good option for beginners, however, selecting this option disqualifies you from the High Scores list.

Always Show Moves—places a dot on each square in which you can place the current stone. The option stays active for the entire game. Selecting this option disqualifies you from the High Scores list.

Show Four—shows the stone numbering in the pouch, in the order in which they will be played. This option is good for planning ahead. Like the other options, Show Four disqualifies you from the High Scores list.

Start Game Over—restarts the current game with all game options and stones unchanged.

End Game—ends the game.

THE ORACLE OF THE STONES

HIGH SCORES LIST

At the end of each game, the High Scores list appears, showing the current high scores. This allows you to compare scores in tournament or challenge play, or to see how you do against your previous scores. In a score or cooperative play. When you finish looking at the score, press A or B to return to the Main menu.

THE ORACLE OF THE STONES

The Oracle of the Stones speaks to the stone player whenever a 4-way is completed. The Oracle does not believe such things happen by chance—rather, it is a result of successful planning which occurs for some purpose. In this case, the purpose is to show the stone player to receive wisdom from the Oracle. The Oracle suggests the stone player to apply the words to the question or problem that was on his mind when he approached the Oracle. The Oracle believes that meditating upon the Oracle's answers will provide a fresh perspective—and often a solution—to the problem. Because the Oracle's answers are too long for a single screen, you must press down on the joystick to see the next line. After reaching the end of the screen, press A or B to return to the game. If you press A or B to return to the game, the Oracle will not receive any answers. With the Oracle off, you will not receive any answers.

GETTING STARTED

1. Insert the Ishido game card and turn on your type as instructed in this user owner's manual.
2. Press A or B to link the Title screen. The game starts.
3. Press A or B again to enter the credits screen.
4. The Main menu appears.



THE BOARD

The first key to playing Ishido is to understand the board. The board contains 96 squares and is divided into two areas. The outer edge of the board (the dark area) is called the Beyond. No points are awarded for matches made in the Beyond. The higher center of the board is called the Within. This is where most of the moves are made. The game starts with two stones in the center of the Within and one stone in each corner of the Beyond.

To the right of the board are the four historic, the scoreboard, and the pouch. The scoreboard shows the score for each player. The pouch shows the number of stones left to play.



LEGAL 3-WAY MATCH

ILLEGAL 3-WAY MATCH

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